



# YEAR 9 SUBJECT HANDBOOK

LEARNING FOR LIFE

2025

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# YEAR 9 CURRICULUM OVERVIEW

In Year 9, students study a diverse curriculum which includes a range of compulsory core subjects as well as electives.

Core Subjects which all students will study in Year 9 include English, Maths, Science, Health, Physical Education, Humanities and Skills for Life.

Students will also be able to choose from a range of The Arts, Technology or Languages electives. All electives are semester based apart from Indonesian which runs over the whole year.

Students will be able to choose a **total of 4 electives** across the year. **If students choose Indonesian, this will count as two of their electives.**

SUBJECT	SEMESTER 1	SEMESTER 2
ENGLISH	Core	Core
MATHEMATICS	Core	Core
SCIENCE	Core	Core
HUMANITIES	Core	Core
HEALTH & PE	Core	Core
ARTS OR TECHNOLOGY	Elective x2	Elective x2
INDONESIAN	Year-long Elective	Year-long Elective

Please note: electives may incur a charge up to \$42.00 depending on material costs.

# CHOOSING ELECTIVES



When completing your course selections on Web Choices you will be required to choose 2 electives per semester and a 3rd choice in the event that your other choices become unavailable.

- Ensure you indicate on Web Choices the subject you would most like to do and the third choice being your least favourite
- Every effort will be made to put students into classes based on the order of their preferences

Prior to making your subject selections, you will take a printed copy of your subject selection sheet home to make sure your Parent/Guardian signs off on your choices.

Students will input their sections using Web Choice during a Skills for Life session.

This signed form will then be returned to your Ready to Learn teacher.

Disclaimer: Please be aware that classes will only run if there are sufficient numbers. In the case of a selected class not running, we then use the student's next selection they have made in their Web Choices.

# YEAR 9 ELECTIVE SUBJECTS IN 2025



ARTS	TECHNOLOGY	LANGUAGES
<ul style="list-style-type: none"><li>• Dance</li><li>• Drama</li><li>• Visual Art</li><li>• Media Arts</li><li>• Music</li><li>• Visual Communication &amp; Design</li></ul>	<ul style="list-style-type: none"><li>• Introduction to Applied Computing</li><li>• Food Studies</li><li>• Food &amp; Good Health</li><li>• Product Design- Textiles</li><li>• Product Design- Wood/Metal</li><li>• Science Technology, Engineering &amp; Mathematics (STEM)</li></ul>	<ul style="list-style-type: none"><li>• Indonesian</li></ul> <p><i>Note: This is a whole-year elective and will replace one of your other choices each semester.</i></p>

# YEAR 9 CORE SUBJECTS



## ENGLISH

In Year 9 English students will complete a variety of activities to improve their reading and writing and speaking skills. Students will study the young adult novel 'The Hunger Games', about Katniss Everdeen who volunteers to compete in a televised battle to the death in place of her sister. Through her resilience and defiance, she sparks a rebellion against the oppressive Capitol while navigating complex relationships and surviving the treacherous arena.

Students also complete a film study of the New Zealand film 'Hunt for the Wilderpeople' about a troubled young boy, Ricky Baker, who escapes into the wilderness with his foster father. They bond in their journey, encountering many obstacles and learn to live in the wild. Students also learn to craft their persuasive writing and creative sides and complete analysis of persuasive texts and learn how to analyse newspaper articles and speech effectively.

## MATHEMATICS

Students will study mathematical topics from the six content strands of the Victorian Curriculum 2.0: Number, Algebra, Measurement, Geometry, Statistics and Probability.

In the middle years, Mathematics equips students with important concepts and skills to develop as successful learners. They develop an understanding of the role of mathematics in life, society and work. Through problem solving and enquiry students demonstrate how to apply mathematical processes across the disciplines.

We aim for students to be confident in their knowledge and application of mathematical concepts in order to attain new knowledge and skills when needed and to be successful numerate citizens.

# SCIENCE



In Year 9 Science, students will learn about and investigate a range of topics. Students will:

- Explore the delicate balance that ecosystems maintain, investigate energy relationships between living things and explore the impact that humans have on planet Earth, including pollution and animal extinctions.
- Investigate chemical reactions, including endo- (cold) and exo- (hot) reactions and acid-base reactions that are used in everyday life.
- Identify and investigate the importance of electricity, electric circuits and electromagnets in life, and create circuits and electromagnets.
- Study pathogens that cause disease and how our immune system continuously protects us from invasion.

Students will complete a range of activities and assessments, including but not limited to:

- Practical activities and investigation write ups
- Discussion of ethical issues in Science
- Research assignments

# HUMANITIES

In the Victorian Curriculum F-10, the Humanities includes:

- Civics and Citizenship
- Economics and Business
- Geography
- History

In Year 9, students develop vital skills across Civics and Citizenship, History, Economics and Business, including research, analysis, drawing conclusions from data and decision-making skills.

Topics across the year will include the making of the modern world through revolutions such as the Industrial Revolution, Global Fashion and Financial Markets. Students will also study Australia's involvement in World War I and its relationship with Asia. The final area of study will include Australia's federal system of government and the legal system.

## HEALTH & PE



Health and Physical Education enables students to learn about healthy lifestyle behaviours, leadership skills, motor skill development and to build positive relationships with their peers. Specifically, in Year 9 students will learn about positive and negative risk taking, drugs and alcohol, mental health, sexuality and relationships. They will be involved in practical activities to investigate movement principles and coaching techniques. They will get the chance to create and officiate their own sport lesson. A variety of striking sports, football codes and minor games will be participated in practical classes across the semester.

## SKILLS FOR LIFE

In Year 9 Skills for Life students focus on a number of areas based around personal development and the building of social cohesion amongst the cohort. Resilience, Rights and Respectful Relationships learning materials are used to cover eight topics of social and emotional skills and positive gender norms. Students will also focus on career pathways and learn study skills which can be utilised in future studies.



## ARTS ELECTIVES



## DANCE

Throughout Year 9 Dance, students will use the body as the instrument and movement as the medium for personal, social, emotional, spiritual and physical communication. Students will learn theory components of dance as well as learn dances each term and create their own dances too.

## DRAMA

The Sound of Music, Grease, Matilda the Musical, The Lion King; these are all examples of theatrical productions which embrace musical theatre and have played to eager audiences all over the world. For students who would like to work towards becoming a triple threat –in the areas of singing, dancing and acting –this is the subject for you! Throughout this elective subject, students will develop confidence, creativity and expression through practical and theoretical experiences in singing, dancing and acting. Students will develop physical skill, enhance technique and develop an appreciation of the artistic and cultural aspects of musical theatre. Working collaboratively as a group, students will construct performances that demonstrate their skill in singing, dancing and acting in an exciting and innovative way. Learning will be celebrated through ongoing opportunities for performances to peers.



# MEDIA ARTS



In Year 9 Media Arts, students will continue to develop their visual story-telling skills, as well as their understanding of the production process. They will analyse how different groups or stereotypes are represented in the media through an Analysis of a Teen Genre Film. They will develop their production skills by shooting a Teen Film Trailer using cameras, microphones, and the green screen, concentrating on how camera angles, framing and editing can convey a message to their audience. They will then complete a Teen Class Magazine for a teen audience.



# MUSIC



In Year 9 Music, students study the art of performance and develop technical skills on an instrument of their choice (Guitar, Bass, Drums, Piano/Keys or Voice). Students will build on their knowledge, guided by the elements of music and through performing, analysing and composing music.

This subject has a strong focus on setting technical development goals and managing practice/rehearsal time through planning. Theory involved in this course is practical and will provide students skills to further understand music and compose their own music or learn existing musical works. By the end of the semester, you will also be able to understand how to use notation software and music recording software to compose ideas.

Finally, you will have many performance opportunities in this course, including in-class performances and performances at either the Winter concert or Spring concert.



# VISUAL ARTS



This is a general art course in which students explore traditional and contemporary art making. Students will gain and improve skills in drawing, painting, printing, collage as well as sculpting and contemporary art methods. Students learn about techniques, compositions and styles within artforms, whilst exploring multiple mediums such as grey leads, coloured pencils, charcoal, pastels, watercolour, acrylic, recycled materials and clay.

Students will apply art-making techniques to create products such as zines, and lino prints. Through practical and theoretical investigation students learn about the major art historical movements and art making techniques and styles. Students will be introduced to Australian and International Art history and will learn how to critically analyse artworks.

This course leads directly into Year 10 Visual Art. Thinking ahead – if you might want to take Studio art in VCE, it is highly recommended that you take year 9 visual art!



# VISUAL COMMUNICATION & DESIGN



Have you ever aspired of being an architect, graphic designer, game designer or creating a brand-new product? Visual Communication Design focuses on developing skills in drawings, model making and digital illustrations.

Throughout the semester you will demonstrate the understanding of the design process by investigating current designers and their design style, creating concepts drawings that lead to creating final products such as skateboards, dream rooms and ergonomic phone cases. The course leads directly on to Year 10 Visual Communication & Design.



# TECHNOLOGY ELECTIVES

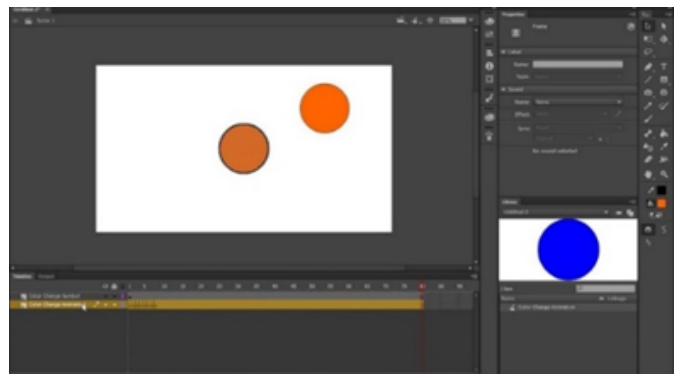


## INTRODUCTION TO APPLIED COMPUTING

Students will learn a range of computing skills pertaining to business, game development or web design and animation. Students will choose a topic for further study in their area of interest which will involve a degree of independent learning. Students may learn how to create effective presentations, brochures, calculate specific formulas in spreadsheets, and represent data on a range of topics. Students may use their skill set to progressively create a website based on a business and will also apply the four stage of the problem-solving methodology – analysis, design, development, and evaluation.

Students might also choose to develop techniques and skills used during the development of programs and computer games. Students may choose to progressively move towards complete user interactivity in the development of the game whilst incorporating problem solving skills along the way.

Students will also have the option to develop their knowledge and skills when developing digital solutions. Students may form a website in Adobe Dreamweaver using HTML code, various design features and properties. Students may also develop an animation using Adobe Animate to suit a specific purpose. At the end of this course students will have a knowledge level that will lead to further computing-based subjects.



## FOOD STUDIES



Food Studies involves students studying how food is produced through both theory and practical-based work. In the first term, students will look at how food can be made safely while developing their practical skills and adapting foods to meet their needs. Students follow the design process to create food items and look at how everyday factors influence our food choices. In the second term, students study food trends. Students will make food products such as vanilla slices, souvlaki and a DIY meal to a budget. Students should choose this subject if they are interest in a career in food processing or culinary arts.

Students are required to use personal protective equipment and wear school approved footwear for all practical classes in this subject.

## FOOD & GOOD HEALTH

This subject explores how food influences our health as well as ways to achieve good health through proper nutrition. Students create healthy and nutritious dishes to build up a repertoire of recipes they can make to support good health.

This subject focuses on the Macronutrients and Micronutrients and why they are important in our body and which food sources to get them from. Students will also use a range of food selection models such as the Australian Guide to Healthy Eating to create a healthy diet. Students should choose this subject if they are interested in a career in nutrition or a health-based pathway.

Students are required to use personal protective equipment and wear school approved footwear for all practical classes in this subject.



# PRODUCT DESIGN & TECHNOLOGY TEXTILES



**Prerequisite-** GPA above 3.0 in Year 8 Textiles

Year 9 Textiles will see students designing and creating their own textiles products further exploring and following the design process. Students will use a sewing machine to sew their own Tote Bag and learn how to screen print to print their own design onto their Tote Bag. They will also conduct a research project into textiles waste and the benefit of the 3 R's Reduce, Reuse, Recycle. Students will then explore ways to create their own recycled textiles item turning trash into treasure.

Students are required to use personal protective equipment and wear school-approved footwear for all practical classes in this subject.





## PRODUCT DESIGN & TECHNOLOGY WOOD & METAL



**Prerequisite-** GPA above 3.0 in any Year 8 Technology subject.

In Year 9 Product Design and Technology – Wood and Metal, students will expand on the skills and knowledge that they have learnt in Year 8 Technology. Students will learn how to create two different products for a client of their choice by researching existing products and developing ideas through sketches based on their research and information from their client. Students will learn how to present final ideas using isometric drawing and how to show measurements in the design. Students will have the opportunity to learn more complex joining techniques and will be introduced to electrical equipment to help with the manufacture and finish of their products. Students will be required to submit a final folio alongside their completed work that shows their understanding of the design process. Students are required to use personal protective equipment and wear school-approved footwear for all practical classes in this subject.



# SCIENCE, TECHNOLOGY, ENGINEERING & MATHEMATICS (STEM)



**Prerequisite-** GPA above 3.0 in any Year 7 or 8 Technology subject  
**STEM costs \$50 per student, payable prior to the start of the Semester.**

STEM is a student-led subject, where students are provided with a problem that they aim to find the solution to through research, design, problem solving, construction, collaboration, data analysis, evaluation, and team and independent work.

Students will have opportunities to explore STEM in various ways, for example, STEM Competitions, Robotics, Drones, Coding, Rocketry, TinkerCAD, 3D printing, Raspberry Pi, Aerodynamics, Bridge/Car/House/Plane Design, Spaghetti Machine Construction, Electronics, Environmental Solutions, Mission to Mars, and many other possibilities.

Students who select this subject will develop a growth mindset, so will embrace challenges, persist in the face of setbacks, see effort as a path to mastery, and find inspiration in the success of others, so must be willing to take on these challenges.

STEM provides the opportunity for students to develop life skills that future employers are looking for, no matter what their chosen career path.

# LANGUAGES

## INDONESIAN



### ***Indonesian is a year-long elective.***

The Year 9 Indonesian program for 2025 is rich with cultural and language convention. Students will explore the world of Indonesia by engaging in everyday life experiences and activities through topics such as, Holiday to Indonesia and Celebrations and Ceremonies (wedding, death anniversary, food/cooking).

Year 9 Indonesian takes the basic conventions and vocabulary (learned in the previous years) to begin constructing more complex pieces of work, in the form of speaking, reading, listening and writing. Grammatical components are focused on developing the students' abilities further.